CLAIMS:

1. A method of editing an image displayed on a display unit, comprising the steps of:

designating a predetermined CG object in said image displayed on said display unit;

displaying on said display unit a first command list relating to a speech, a motion, a moving image reproduction or the audio reproduction of said image for editing said image;

selecting a command required for editing said predetermined CG object from said first command list displayed on said display unit; and

executing said selected command for said predetermined CG object.

2. A method according to Claim 1, wherein said commands include a second command for modifying, changing, adding and deleting said image, said method further comprising the steps of:

displaying said modification, change, addition and deletion on said display unit;

selecting one of said modification, change, addition and deletion;

displaying on said display unit third commands comprised of setting items including camera, superimposition, sound, mixer, narration and studio set-up by selecting a corresponding one of said modification, change, addition and deletion; and

designating one of said third commands and

executing said designated command for said predetermined CG object.

- 3. A method according to Claim 2, wherein said first command list includes commands arranged in the chronological order of creation.
- 4. A method according to Claim 1, wherein said step of designating a predetermined CG object in said image displayed on said display unit further includes the steps of:

determining that an area on a CG studio displayed on said display unit has been selected by a pointing device;

determining an area of said CG object arranged on said CG studio, in said CG studio coordinate;

transforming the area of said CG object in said CG studio coordinate system to a corresponding area of a virtual 2D coordinate system on said display unit; and

determining whether said CG object has been selected in an area superposed on the coordinate of the position selected by said pointing device in said 2D coordinate system.

5. A method according to Claim 4, further comprising the steps of:

moving a pointing icon located on said selected CG object on said display unit by manipulating said pointing device; and

moving said selected CG object with the movement of said pointing icon.

6. A method according to Claim 5, wherein said step of moving said selected CG object further includes the steps of:

transforming the coordinate of said pointing icon in said virtual two-dimensional coordinate system to a three-dimensional coordinate value of said CG studio coordinate system; and

causing the direction and amount of movement of said selected CG object to coincide with the direction and amount, respectively, of said pointing icon in said CG studio coordinate system.

7. A method of editing an image displayed on a display screen, comprising the steps of:

reading from a memory unit the position information of a CG object located in the CG studio displayed on a display unit and the information on the position and orientation of the camera for picking up an image of said CG studio;

determining whether the CG object selected by a pointing device is a CG character or a property;

acquiring the information on the position to which a pointing icon has moved on said display unit by the operation of said pointing device;

moving said selected CG object to said position to which said pointing icon has moved; and updating the data on the character set-up

window in the case where said CG object is a CG character and updating the data on the studio set-up window in the case where said CG object is a property, based on the information on the position to which said CG object has moved.

- 8. A method according to Claim 7, wherein said step of moving said selected CG object includes the step of determining the plane on which said CG object moves in said CG studio based on said information on the position and orientation of said camera.
- 9. A method according to Claim 8, wherein said information on the position and orientation of said camera include the information on the position and orientation of said camera located on the front, on the right side, on the left side, just above and at the upper right corner of said CG studio.
- 10. A method according to Claim 9, wherein said step of determining the plane on which said CG object moves further includes the step of causing the information on the coordinate axis along which said CG object moves to be displayed in a manner that can be clearly discriminated from other information.
- 11. A method according to Claim 7, further comprising the step of displaying a character set-up window in the case where said CG object is a CG character and displaying a property set-up window in the case where said CG object is a property.
- 12. A method according to Claim 7, wherein said

step of moving said selected CG object includes the step of determining the plane on which said CG object moves in said CG studio in accordance with the values of the azimuth and the elevation of the orientation of said camera.

- 13. A method according to Claim 12, wherein the values of the azimuth and the elevation can be arbitrarily set by the user.
- 14. A method of editing an image displayed on a display unit, comprising the steps of:

selecting a CG object in said image displayed on said display unit;

displaying on said display unit a first command list including a command relating to at least one of speech, motion and moving image reproduction or audio reproduction set for said selected CG object and a command executed immediately before or immediately after the time when said first command is executed;

selecting a required command from said first command list on display; and

editing said selected command.

15. A method according to Claim 14, wherein said command includes a second command for modifying, changing, adding and deleting said image, said method further comprising the steps of:

displaying at least one of modification, change, addition and deletion on said display unit; selecting at least one of modification,

change, addition and deletion displayed on said display unit;

displaying on said display unit a third command including camera, superimposition, sound, mixer, narration, studio set-up and other setting items corresponding to the selected one of said modification, change, addition and deletion on display; and

displaying on said display unit a window for setting said designated command by designating one of said third commands.

16. A method according to Claim 14, wherein said step of designating a predetermined CG object in said image displayed on said display unit further includes the steps of:

determining that an area on the CG studio displayed on said display unit is selected by a pointing device;

determining an area of the CG object arranged in said CG studio in said CG studio coordinate system;

transforming said area of said CG object in said CG studio coordinate system to a corresponding area in a virtual two-dimensional coordinate system on said display unit; and

determining whether said CG object has been selected or not in the area superposed on the coordinate of the position selected by said pointing device in said two-dimensional coordinate system.

17. A method according to Claim 16, further

comprising the steps of:

moving the pointing icon located on said selected CG object on said display unit by manipulating said pointing device; and

moving said selected CG object with the movement of said pointing icon.

18. A method according to Claim 17, wherein said step of moving said selected CG object includes the steps of:

transforming the coordinate of said pointing icon in said virtual two-dimensional coordinate system to a three-dimensional coordinate value of said CG studio coordinate system; and

causing the direction and amount of movement of said selected CG object to coincide with the direction and amount, respectively, of movement of said pointing icon in said CG studio coordinate system.

19. An apparatus for editing an image displayed on a display unit, comprising:

a CG animation generating unit coupled to said display unit for generating an image;

a recording unit for recording an image generated in said CG animation generating unit; and

a control unit for controlling said display unit, said CG animation generating unit and said recording unit;

wherein said control unit includes;
means for designating a predetermined CG

object in said image displayed on said display unit;

means for displaying on said display unit a

first command list relating to any one of speech,

motion and moving image reproduction or audio reproduction for said image in order to edit said image;

means for selecting a command required for editing said designated CG object from said displayed first command list; and

means for executing said selected command for said designated CG object.

20. An apparatus according to Claim 19, wherein said means for designating a predetermined CG object in said image displayed on said display unit includes:

means for determining that an area on the CG studio displayed on said display unit is selected by a pointing device;

means for determining an area of the CG object arranged on said CG studio in said CG studio coordinate system;

means for transforming an area of said CG object in said CG studio coordinate system to an area in a virtual two-dimensional coordinate system on said display unit; and

means for determining whether said CG object in an area superposed on the coordinate at said position selected by said pointing device in said two-dimensional coordinate system has been selected or not.

21. An apparatus for editing an image displayed

on a display unit, comprising:

means for reading from a memory unit the position information of a CG object located in the CG studio displayed on a display unit and the information on the position and orientation of the camera for picking up an image of said CG studio;

means for determining whether the CG object selected by a pointing device is a CG character or a property;

means for acquiring the information on the position to which a pointing icon has moved on said display unit by the operation of said pointing device;

means for moving said selected CG object to said position to which said pointing icon has moved; and

means for updating the data on the character set-up window in the case where said CG object is a CG character and updating the data on the studio set-up window in the case where said CG object is a property, based on the information on the position to which said CG object has moved.

22. An apparatus for editing an image displayed on a display screen, comprising:

means for selecting a CG object in said image displayed on said display unit;

means for displaying on said display unit a first command list including a command relating to at least one of speech, motion and moving image reproduc-

tion or audio reproduction set for said selected CG object and a command executed immediately before or immediately after the time when said first command is executed;

means for selecting a required command from said first command list on display; and

means editing said selected command.

23. An apparatus according to Claim 22, further comprising:

means for reading from a memory unit the position information of a CG object located in the CG studio displayed on said display unit and the information on the position and orientation of the camera for picking up an image of said CG studio; and

means for moving said selected CG object;
wherein said means for moving said selected
CG object determines the plane on which said CG object
moves in said CG studio, based on said information on
the position and orientation of said camera.

- 24. An apparatus according to Claim 23, wherein said information on the position and orientation of said camera include the information on the position and orientation of said camera located on the front, on the right side, on the left side, just above and at the upper right portion of said CG studio.
- 25. An apparatus according to Claim 24, wherein said means for determining the plane on which said CG object moves further includes means for causing the

information on the coordinate axis along which said CG object moves to be displayed in a manner clearly discriminable from other information.

- An apparatus according to Claim 22, further comprising means for displaying a character set-up window on said display unit in the case where said CG object is a CG character and displaying a property set-up window on said display unit in the case where said CG object is a property.
- An apparatus according to Claim 22, wherein said means for moving said selected CG object includes means for determining the plane on which said CG object moves in said CG studio in accordance with the values of the azimuth and the elevation of the orientation of said camera.
- 28. An apparatus according to Claim 27, wherein the values of the azimuth and the elevation can be arbitrarily set by the user.
- 29. A computer program product comprising computer readable program code means having a computer readable medium for editing an image displayed on a display unit, said computer readable program code means including:

means for designating a predetermined CG object in said image displayed on said display unit;

means for displaying on said display unit a first command list relating to any one of speech, motion and moving image reproduction or audio reproduc-

tion for said image in order to edit said image;

means for selecting a command required for
editing said designated CG object from said displayed
first command list; and

means for executing said selected command for said designated CG object.

30. A computer program product comprising computer readable program code means having a computer readable medium for editing an image displayed on a display unit, said computer readable program code means including:

means for selecting a CG object in said image displayed on said display unit;

means for displaying on said display unit a first command list including a command relating to at least one of speech, motion and moving image reproduction or audio reproduction set for said selected CG object and a command executed immediately before or immediately after the time when said first command is executed;

means for selecting a required command from said first command list on display; and means for editing said selected command.